

## Bolt

+ location

- + Collide()
- + operator==()
- + Bolt()
- + Destroy()
- + Update()
- + Collide()
- + noop()
- + AddTexture()
- + AddAnimation()
- + CollideAnon()
- + BoltFromIndex()
- + BoltIndex()
- + Draw()
- + UpdatePhysics()